GAME BOY ADVANCE

Pokémon

SAPPHIRE VERSION

INSTRUCTION BOOKLET   The Pokémon Company   **Nintendo**

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

Contents

This is the Sapphire version of Pokémon. There are some differences from the Ruby version, such as how often and which types of Pokémon appear. This can be linked to the Sapphire or Ruby version. This Game Pak CANNOT be linked to the Red, Blue, Yellow, Gold, Silver, or Crystal versions. This product is also NOT compatible with Pokémon Stadium™ or Pokémon Stadium 2™ for the N64®.

YOUR ADVENTURE BEGINS

In this world live creatures called Pokémon. Humans and Pokémon have lived, worked, and played together in harmony for ages. Nevertheless, there are still numerous mysteries surrounding them. In order to find out more about these creatures, many scientists--such as Professor Birch of Littleroot Town--have dedicated their lives to Pokémon research.

Recently, you have moved to Littleroot Town where Professor Birch devotes himself to research in his Lab. You immediately go to see him but find that he is not in his Lab. Soon you find him being attacked by Wild Pokémon on a road.

Although you have never had your own Pokémon, you borrow a Pokémon from the Professor and defeat the Wild Pokémon easily. Professor Birch thanks you and gives you the Pokémon you borrowed a little while ago. Delighted with your first Pokémon, you set out on your adventure.

*In Pokémon Sapphire (or Ruby), you can choose from either a boy or girl. No matter which one you choose, there is no difference in the story. However, it is recommended that you choose a character with the same gender as yours.

Have you come to show me how your POKéDEX is coming along?

Catch Many Different Pokémon!

Your goal is to complete your Pokédex by collecting lots of different kinds of Pokémon. When you catch a Pokémon, its data will automatically be recorded in your Pokédex. Visit Professor Birch every once in a while to have him rate how complete your Pokédex is.
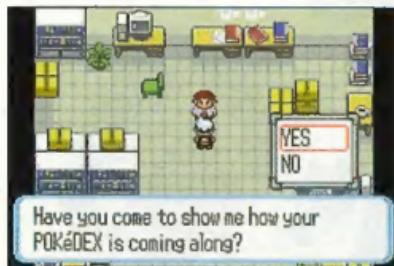
*In order to catch all the Pokémon, thus completing your Pokédex, you must trade with the Ruby version using the Game Boy Advance Game Link® cable (sold separately). Work together with your friends to get your Pokédex as complete as possible!
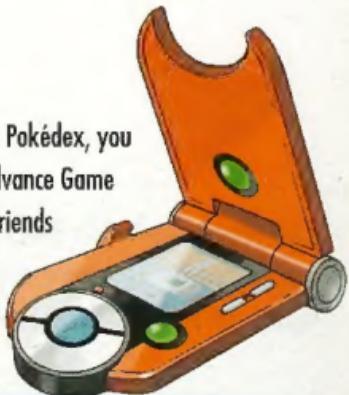
Try to Become the Best Trainer Ever!

Another goal is to improve your skills as a Pokémon Trainer. During your adventures, you'll battle Wild Pokémon, as well as other Trainers. Both battles will help you and your Pokémon become stronger. There are also Pokémon Gyms in this world, each of which has a very talented Trainer known as the Gym Leader. Only those who can defeat the Gym Leaders will be accepted as true Trainers. However, the Gym Leaders have very powerful Pokémon that will be difficult to defeat. It will be a tough fight, but you must be brave and charge into battle!

L Button

Basically not used. However, if you change Button Modes
(see Page15), you can use this instead of Left on the
+ Control Pad to switch Menu Screens or select a
command.

✛ Control Pad

Move around in the field or move
the cursor on Menu Screens.

START

Bring up the menu when in the field.

SELECT

Arrange items, change the order of a Pokémon's Move
during battle, or use items with SELECT (see Page 43).
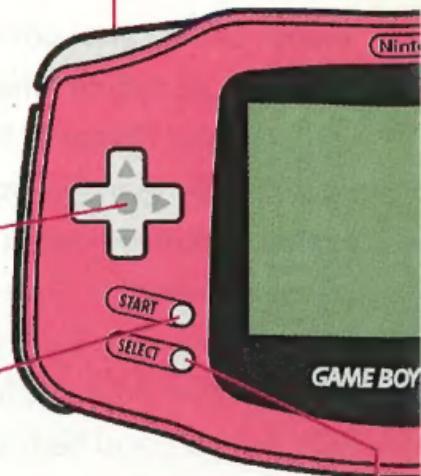
R Button

Basically not used. However, if you change Button Modes (see Page 15), you can use this instead of Right on the + Control Pad to switch Menu Screens or select a command.

A Button

Select a command, talk to a person in front of you, check out an item in front of you, or scroll through text (when ▼ appears).

B Button

Cancel a command. If you have the Running Shoes, you can run while holding down the B Button.

On the Title Screen, press the A Button or START to make the following three options appear. Use the + Control Pad to select the option you want, then press the A Button.

*The Continue option will appear only after you have saved your game.
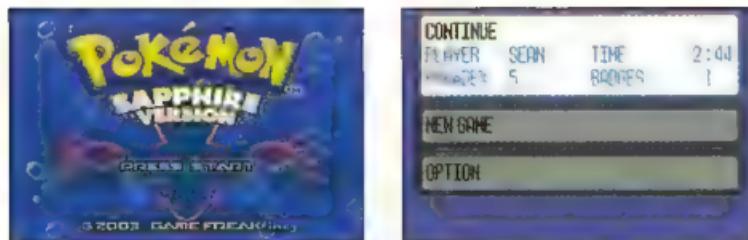
New Game
Start a game from the very beginning.

●Choose a Gender
Select your gender. Use the + Control Pad to select one, then press the A Button to decide.

*Remember, your gender and name cannot be changed later.

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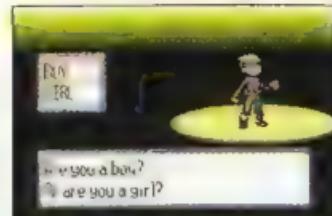
● Decide on Your Name

Enter a name for your character. You can select one of the names that appear on the screen or enter your own name. To enter your own name, use the + Control Pad to select a letter, then press the A Button to enter it. If you make a mistake, press the B Button to go back one letter. When you've finished entering your name, select "OK" to start your journey!


```
NEW NAME
SEAN
TERRY
SETH
TOM
```

All right.
What's your name?
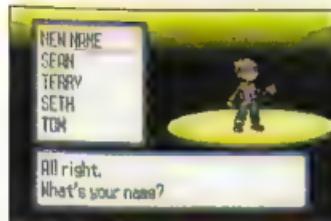
Continue

Continue playing from the last place you saved.

*See Page 23 for more information on saving your game.

Options

Change certain game settings, such as Text Speed and Battle Style. Press Up and Down on the + Control Pad to select a setting, then press Left and Right on the + Control Pad to change it.

● Text Speed
Set the speed at which the text will appear to SLOW, MID, or FAST.

● Battle Scene
Turn Battle Animations ON or OFF.

● Battle Style
Choose one of these Battle Styles to use when fighting Pokémon Trainers.

Shift: You may switch Pokémon when your opponent's Pokémon has fainted.

Set: When your opponent's Pokémon has fainted, you will continue to battle with the currently selected Pokémon.

●Sound
Choose either MONO or STEREO.

●Button Mode
You can choose a type of control from the following three types.

Normal........Basic Control Type (See Page 10)

LR...............You can use the L or R Buttons to switch Menu
                       Screens, etc.

L=A.............You can use the L Button instead of the A Button.

●Frame
Select a design to appear around the edges of different screens.

When you are in the field, press START to bring up the
Menu Screen. Use the + Control Pad to choose, then press
the A Button.

Pokédex

Information is recorded here about Pokémon you see or catch. In addition to reviewing
their data, you can listen to their cries, check out where they live, or see how large they
are compared to you. The last Pokémon you view before closing your Pokédex will be the
first to appear the next time you open it.

●Menu
Press START to enter Menu Mode. You can jump
to the top or the bottom of the Pokédex list.

●Search
Press SELECT to enter Search Mode. You can then search for
Pokémon by name, color, type, and so on.
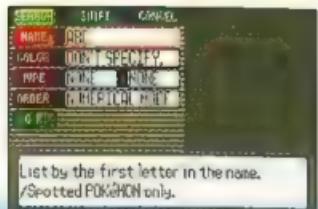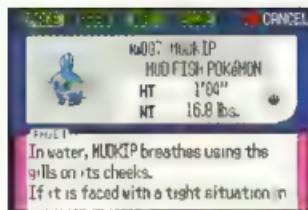
Pokémon

View your Pokémon's summaries and change their order
in the battle lineup.
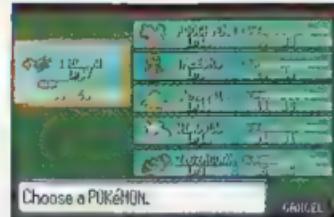
• Summary

Displays the status of each of your Pokémon--current Level, Experience Points, and
so on--on four pages. Press Left and Right on the + Control Pad to flip through the
pages and press Up and Down on the + Control Pad to switch Pokémon.

• Pokémon Information

Profile	Displays the Trainer's name that caught the Pokémon (blue for a boy and red for a girl), ID Number, and Type of the Pokémon.
Ability	Displays a special ability of the Pokémon.
Trainer Memo	Displays the Nature of the Pokémon, as well as the Level and place where the Pokémon was first caught.
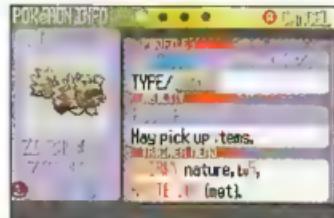
•Pokémon Skills

Items	Displays the item that the Pokémon is holding.
Ribbons	Displays the number of Ribbons the Pokémon has.
Stats	Displays the Pokémon's Stats.
Exp. Points	Display the Pokémon's current Experience Points. As Experience Points increase, your Pokémon's Level will go up.

•Battle Moves

View your Pokémon's Moves, Effect, Power, and Accuracy by pressing the A Button. Pressing the A Button once more, you can change the Moves order on the list. Press Up and Down on the + Control Pad to scroll through your Pokémon.
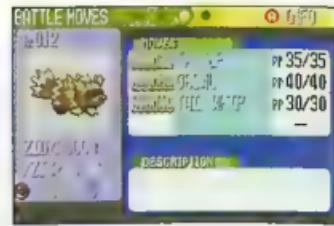
•Contest Moves

View the Type, Effect, and Description of the Move when the Pokémon uses it in a Contest (See Page 39). Press Up and Down on the + Control Pad to scroll through your Pokémon.

•Switch

You can change the way your Pokémon are arranged in the battle lineup.

•Item

Give an item to your Pokémon to hold, or take an item back.

Bag

Displays a list of the items you have. Items are automatically divided in your Bag. There are also some items that Pokémon can hold.

● **Items**

This pocket holds general items, such as Potions, Antidotes, and Repels.

● **Balls**

Different types of Poké Balls, which are used to catch Pokémon, are kept here.

● **TMs & HMs**

This pocket is for Technical and Hidden Machines.

● **Berries**

This pocket is for Berries.

● **Key Items**

Other valuable items that you don't want to lose go in this pocket.

POTION	x 7
SUPER POTION	x 1
ETHER	x 1
X ATTACK	x 2
X DEFEND	x 2
REPEL	x 1
PARLYZ HEAL	x 1
CLOSE BAG	

Items

Restores the HP of a POKéMON by 20 points.
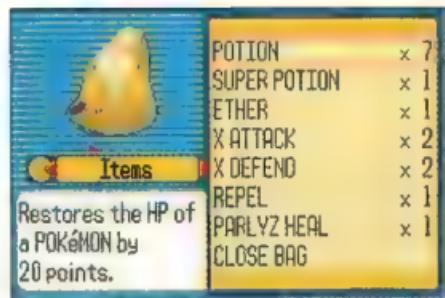
How do you arrange the items in your Bag? Choose "Bag" on the Menu Screen. Move the cursor to the item you want to move, then press SELECT. Next, move the cursor to the place where you want to move the item, then press SELECT or the A Button.

* You cannot move an item to a different pocket.

Pokémon Navigator (POKéNAV)

This has various functions to help you
on your adventure.

*You will get this during your adventure.

Check the map of the HOENN region.
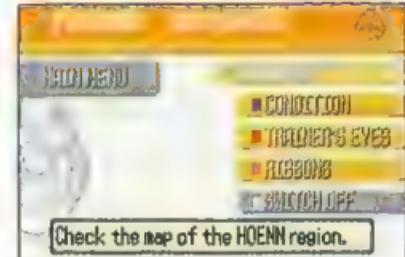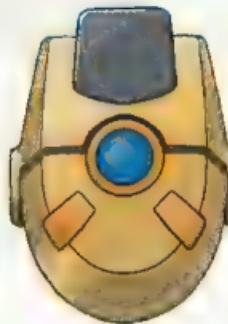
●Hoenn Map

Displays the entire map of the Hoenn region.
You can zoom in for a closer look by pressing the A Button.

●Condition

View the Condition of your Party Pokémon, as well as
the ones stored in Someone's PC. There are five
Conditions: Cool, Beauty, Cute, Smart, and Tough.

● Trainer's Eyes

Displays some of the Trainers that you've fought. A mark to the right of the Trainer's name means they want to battle with you.

● Ribbons

View the Ribbons that your Pokémon have been awarded. Pokémon will win Ribbons when they get first place in a Contest and so on. You cannot view Ribbons until you have won at least one (see Page 39 for more details).

Your Name

View your own Trainer Card. On the front it displays information such as ID Number, the amount of money you have, the number of Pokémon you've caught, how long you've been playing, and which Badges you have. By pressing the A Button, you can also see the back side. After having traded or fought using the Game Boy Advance Game Link cable, it will display how many times you've traded Pokémon and your Link-Up Battle record with friends.
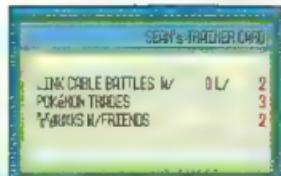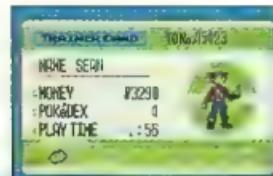
Save

You can save your game at any time, except during a battle or Contest. By choosing Continue, you can continue playing from the place where you last saved.


```
OLDALE TOWN
PLAYER      SEAN
BADGES         1
POKéDEX        4
PLAY TIME   1:58
```
```
YES
NO
```
Would you like to save the game?
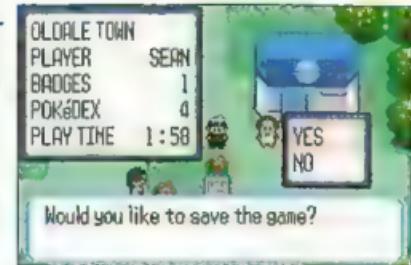
*Do not turn your Game Boy Advance system off until the game has finished saving. To delete your saved game, go to the Title Screen, then simultaneously press Up on the + Control Pad, SELECT, and the B Button.

Options

Change certain game settings (this information is the same as the Options on Page 14).


```
OPTION
            SLOW  NORM  FAST
BATTLE SCENE  ON         OFF
BATTLE STYLE  SHIFT      SET
SOUND         MONO    STEREO
BUTTON MODE   NORMAL LR  L=A
FRAME         TYPE 1
CANCEL
```

There are two kinds of battles. One is for fighting against Wild Pokémon, and the other is for battling other Pokémon Trainers. When a battle starts, the Pokémon on the left side of your Party Pokémon will appear first. If you win the battle, each Pokémon that participated in the battle will receive a share of the Experience Points. However, if all your Pokémon faint, you will lose the battle, you will be returned to the last Pokémon Center you used, and you will lose half of your money.

Fighting Wild Pokémon

Pokémon live in places such as caves and grassy areas, so when you pass through such places, Wild Pokémon may attack. When they do, you can use a Poké Ball (or another type of ball) to catch them.

Battling a Pokémon Trainer

If you make eye contact with a Trainer, or walk in front of one, they will challenge you to a battle. You cannot run from a battle against a fellow Pokémon Trainer. The battle will continue until a winner is decided. If you are victorious, you will be rewarded with prize money.

*You cannot capture an opponent's Pokémon.

During a battle against a Trainer, the number of
Pokémon you each have will be indicated by a
⬤ symbol.

● 2-on-2 Battles

Some Trainers will challenge you to a 2-on-2 battle.
When a 2-on-2 battle starts, the left and the top right
Party Pokémon will appear.

The Battle Screen

Name of Opponent's Pokémon

Gender of Opponent's Pokémon

The Pokémon you've caught will have a ● symbol

Level of Opponent's Pokémon

HP of Opponent's Pokémon

Pokémon's Level

Pokémon's HP

Pokémon's Gender

Maximum HP

Pokémon's Name

Experience Points

Pokémon's Moves

Maximum PP

Current HP

Current PP

Attack Type

ZIGZAGOON ♀:6

TAILLOW ♂:17

GROWL   FOCUS ENERGY
QUICK ATTACK WING ATTACK

PP 40/40
NORMAL
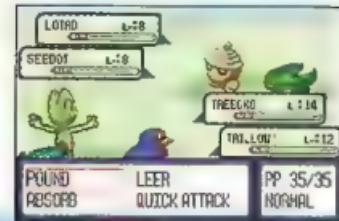
*You can use items to restore HP and PP. You can also heal your Pokémon at a Pokémon Center for free.

HP.......Pokémon's vitality. When HP reaches 0, the Pokémon faints and can't battle any more.

PP ......Number of times a particular Move can be used. When PP reaches 0, the Pokémon can't use that Move anymore.

Experience Points .... Displays the Experience Points in the current Level. When the gauge becomes full, the Pokémon's Level goes up.

Pokémon's Gender........ ♂ is male, and ♀ is female (some Pokémon are unidentified).

The Battle Screen / 2-on-2

Name of Opponent's
Pokémon (left)

Name of Opponent's Pokémon (right)

LOTAD   L.:8

SEEDOT   L.:8

TREECKO L.:10

TAILLOW L.:12

Pokémon's Name (left)

Pokémon's Name (right)

| POUND | LEER | PP 35/35 |
| ABSORB | QUICK ATTACK | NORMAL |

Moves of the Selected Pokémon
(Your Party Pokémon on the left will select the command first).
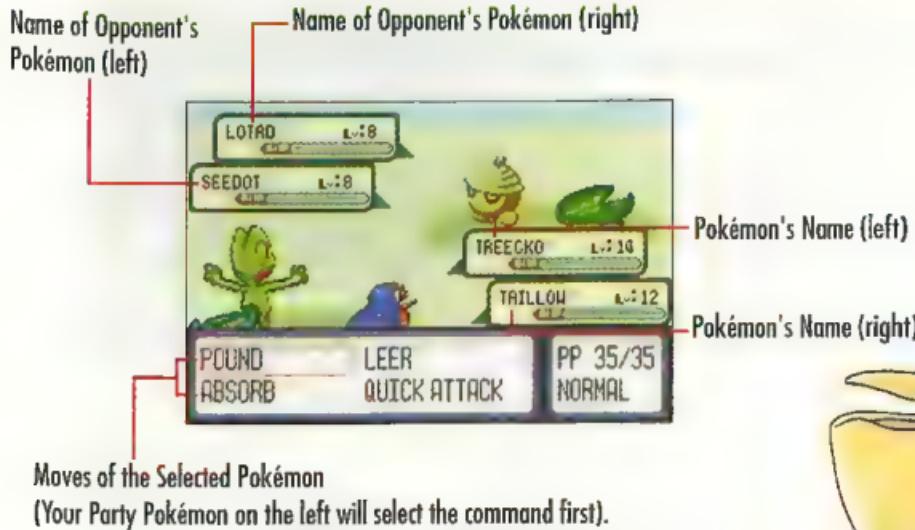
Battle Commands

●Fight
Display the Pokémon's Moves. Select one to attack.

●Pokémon
Switch Pokémon or look at a Pokémon's Summary.

●Bag
You can use the items in your Bag for many things, such as healing your Pokémon and catching Wild Pokémon.

●Run
Escape from a battle. (You cannot run from a battle against a Trainer).

When Status is Affected

When you get hit by an opponent's attack, your Pokémon's status might be affected. However, you can use your items to help your Pokémon recover. Alternately, you can take it to a Pokémon Center where it will recover completely.

Poison	Gradually decreases HP during the battle. If the Poison isn't cured, HP will continue to decrease even after the battle is finished.
Paralyze	Numbs the Pokémon's body and makes it difficult for it to use its Moves. Its Speed decreases as well.
Sleep	Puts opponent to sleep, making it unable to fight. The Pokémon wakes up after a while.
Ice	Freezes Pokémon so that it cannot fight. A Frozen Pokémon might thaw eventually.
Burn	Gradually decreases Pokémon's HP during the battle. Its Attack goes down as well.
Confuse	If the Pokémon uses a Move during battle, there is a chance it may attack itself. *It will recover when the Pokémon goes back to its Poké Ball.
Faint	When its HP reaches 0, the Pokémon can no longer battle.

Tips for Fighting

● Use a Pokémon's Type to Your Advantage.

Various types of Pokémon (such as Electric, Grass, etc.) each
have different advantages and disadvantages against other types.
For example, Water-type Moves have the greatest effect on Fire-
type Pokémon, while Ground-type Moves have no effect on
Flying-type Pokémon. Use these qualities to your advantage to
come up with an effective battle strategy.

● Give your Pokémon a Berry.

Fruit-bearing trees grow in various places. The Berries that grow
on these trees have different effects, such as curing Poison or
Paralysis. If you let a Pokémon hold one of these Berries, it will be
able to recover when it receives damage in battle. There are also
other items that can affect your Pokémon when held (see Page 41).

● About 2-on-2 Battles

When a 2-on-2 Battle starts, the Pokémon on the left and the top Pokémon on the right of your Party Pokémon will appear. In addition to Moves that attack one Pokémon, there are also Moves that attack two Pokémon at the same time! It's best to fight with a variety of strategies. Try things like throwing two different types of Pokémon into a battle, so that your Pokémon avoid getting hit in their weak spot. Also, beat an opponent's Pokémon one by one with converging attacks!
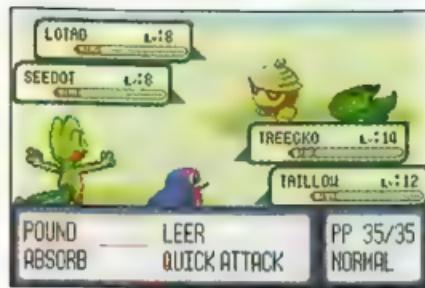
You can catch Wild Pokémon with Poké Balls. Once you are in a battle, select "Bag." Next, choose a Poké Ball to throw at the Pokémon and catch it. After you have caught the Pokémon, you can give it a Nickname.

●Tips for Catching Pokémon

If you use a Poké Ball on a Pokémon that has taken very little damage, it will break free of the Ball. You must first weaken the Pokémon by attacking it until its HP is low. It will also be easier to catch the Pokémon if you put it to Sleep, Poison it, and so on.

*See Page 41 for information on the different types of Poké Balls.
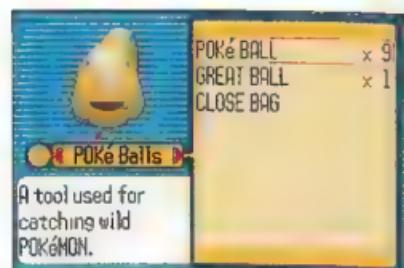
Where to Find Pokémon

You will run into Wild Pokémon if you walk in the tall grass along the side of the road.

*If your Pokémon's HP is low, and you don't want to fight, avoid walking in these grassy areas.
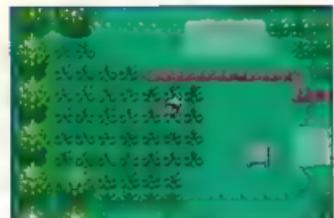
Inside of caves, Wild Pokémon can be found all over the place.

Water-type Pokémon may appear when you are crossing a lake or the ocean by using HM Surf. You can also use a Fishing Rod by the water, or while crossing water, to catch some Pokémon. Press the A Button when "Oh! A bite!" appears.

First of all, place the Pokémon that you want to raise on the left side of your Party Pokémon. Then, immediately switch to another Pokémon as soon as you enter battle. As long as you win the battle, even the weaker Pokémon that didn't fight will receive a portion of the Experience Points. This takes a bit of effort, but by repeating these steps, you can slowly but steadily increase the Level of a weak Pokémon.

●Traded Pokémon Grow Faster

Pokémon you get from a trade receive a larger-than-normal portion of Experience Points when they win a battle. Try to trade with your friends a lot (see Page 56).

●Leave your Pokémon at a Day Care

During your adventure, there is an older couple who will raise your Pokémon for you. You can leave up to two Pokémon with them at a time. It takes a while to raise them, so wait a bit before you come back to check on them. You will also need to pay the couple a small fee when you pick your Pokémon up from them.

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Pokémon Evolution

There are some Pokémon that evolve and change form as they grow. A Pokémon can evolve when its Level increases through the use of an Evolution Stone, or if it is traded. There is also a rumor that there are other ways they can evolve...

A Pokémon Egg

There are many unsolved mysteries about Pokémon, and the Pokémon Egg is just one of these. If you leave a couple of your Pokémon at a Day Care, you may return to find an Egg.
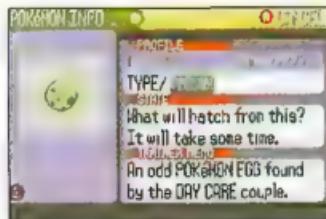
There are many different buildings and houses in each town. As you walk around, be sure to check out everything and chat with everyone you meet. You might find some useful information.

Pokémon Center

The people here will heal your injured Pokémon for free. You can also do other things here, such as use the PC. A Pokémon Center is the most useful place a Pokémon Trainer can visit!

*Visit a Cable Club (see Page 51) to battle or trade Pokémon with a friend. You'll find one on the second floor of any Pokémon Center.

●Healing Your Pokémon

Leave your Pokémon here to completely recover their HP (Hit Points or vitality) and PP (Power Points or number of times you can use a Move). Your Pokémon will also recover completely if they are Paralyzed, Poisoned, and so on.

Okay, I'll take your POKéMON for a few seconds.

●PC

By using a PC, you can store or withdraw your items and the Pokémon you've caught. You may find PCs in other areas besides a Pokémon Center.

Which PC should be accessed?

•Someone's PC

Store or withdraw Pokémon you've caught. You can store up to 30 Pokémon in each of the 14 boxes. You can carry up to six Pokémon with you. If you are already carrying six Pokémon, any additional Pokémon you catch will be sent directly to Someone's PC. If your current box is full, the caught Pokémon will be sent to the next box automatically.
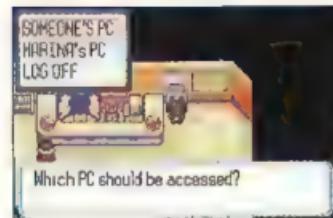
•Your PC

Store and withdraw your items. You can also store your Mail here.

Take out items from the PC.
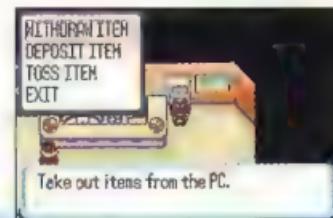
Poké Mart

Buy items that can help you on your adventure. Poké Marts in different towns sometimes sell different things.

Name Rater

Visit the Name Rater to change your Pokémon's Nicknames.

*You cannot change the Nicknames of Pokémon you received in a trade.

Your Room

Add Decorations to your room by logging on to your PC. You can display Poké Dolls and other items.

Pokémon Contests

Pokémon Contests are held across the Hoenn region. There are five competition categories. They are Cool, Beauty, Cute, Smart, and Tough. You can choose a category suited to your Pokémon. First, you can take part in the Normal Rank. Improve your Pokémon's Condition by giving them Pokéblocks (see Page 46). If your Pokémon wins first place, it can get a Ribbon and will be qualified to participate in the higher ranked Pokémon Contests!

He're accepting registrations for NORMAL Rank POKéMON CONTESTS.

TREECKO appealed with POUND!

Secret Base

By doing a certain action at a certain place, such as a tree with ivy or a wall with a small hole in it, you can set up a Secret Base! You can add Decorations to your Secret Base, placing various goods such as Furniture or Mats. You can only have one Secret Base at a time, but you can change the location of your Secret Base whenever you want!

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VARIOUS ITEMS

Your Bag can hold items such as Antidotes, Potions, and Poké Balls, which come in handy on your adventure. You can obtain items in many ways, such as buying them at stores, finding them during your journey, and receiving them from other people. There are many different types of items. The following are just a few of them...

Items

There are various items that can heal or power up Pokémon.

●Recovery Items

POTION	Restores Pokémon HP by 20.
SUPER POTION	Restores Pokémon HP by 50.
SODA POP	Restores Pokémon HP by 60.
ANTIDOTE	Cures Poisoned Pokémon.
AWAKENING	Awakens Sleeping Pokémon.
PARLYZ HEAL	Heals Paralyzed Pokémon.
ETHER	Restores Pokémon PP by 10.
REVIVE	Revives fainted Pokémon and restores HP to half of the Pokémon's maximum HP.

●Pokémon Power-Ups

RARE CANDY	Increases a Pokémon's Level by one.
HP UP	Increases basic HP.
PROTEIN	Increases basic Attack Power.
DIRE HIT	Causes attacks to easily hit an opponent's weak spot--can be used only during battle.

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● Useful Items

ESCAPE ROPE	Used for escaping from places such as caves.
REPEL	Prevents weak Wild Pokémon from attacking in places like grassy areas. Effective for up to 100 steps.
SUPER REPEL	Prevents weak Wild Pokémon from attacking. It is a more effective version of Repel.

● Give These to Pokémon to See Their Effects...

SILK SCARF	Increases the power of Normal-type Moves.
QUICK CLAW	Occasionally allows your Pokémon to strike first.
KING'S ROCK	Occasionally causes your opponent's Pokémon to flinch.

Varieties of Balls

These are necessary for catching Pokémon. Use the different Poké Balls creatively depending on the types of Pokémon you encounter.

POKé BALL	Catches Wild Pokémon.
GREAT BALL	Catches Wild Pokémon more efficiently than a Poké Ball.
ULTRA BALL	Catches Wild Pokémon more efficiently than a Great Ball.
MASTER BALL	Catches Wild Pokémon 100% of the time.
NET BALL	Makes it easier to catch Water-type and Bug-type Pokémon.
REPEAT BALL	Makes it easier to catch Pokémon that you've already caught.

Technical and Hidden Machines

Both Technical and Hidden Machines allow your Pokémon to learn new Moves. Technical Machines (TM) can be used only once, but you can use Hidden Machines (HM) as often as you like. Different types of Pokémon will be able to learn different Moves.

● Examples of Moves Used in the Field

• Hidden Machine (HM) Moves

CUT	Instantly cuts down trees that block the road.
FLY	Instantly returns you to a town you've previously visited.
SURF	Lets you move across bodies of water, such as the sea or rivers.
STRENGTH	Pushes heavy rocks.
FLASH	Lights up pitch-black caves, making it easier to get around.
ROCK SMASH	Smashes rocks that block the road.
WATERFALL	Lets you climb up torrential waterfalls.
DIVE	Lets you Dive into the sea and move around underwater. Press the A Button in a place where the water color is deep, then you'll Dive! Pressing the B Button in the water allows you to come back up to the surface.

• Technical Machines (TM) Moves

DIG	Lets you escape from places such as caves.
SECRET POWER	Lets you climb up a tree by dropping ivy. You can also make an entrance at a wall with a small hole.

*There are other Moves that can be used both in battles and in the field.

Key Items

Other valuable items that help you in your adventure or support raising your Pokémon.

BIKE	Allows you to move around at faster speeds. There are two types of Bikes, Mach Bike and Acro Bike. Each performs differently.
OLD ROD	Use this near water to catch Water-type Pokémon.
GOOD ROD	Lets you catch Water-type Pokémon that can't be caught using the Old Rod.
COIN CASE	Use this to carry coins that you can use to play games at the Game Corner.
POKéBLOCK CASE	Use this to carry Pokéblocks that you can feed to your Pokémon.

SELECT Feature

Some of your Key Items can be assigned to SELECT. Once you have assigned an item to SELECT, simply press SELECT while moving around in the game to use that item! For example, if you enter your Bike, you can ride it just by pressing SELECT. You don't even have to open the Menu Screen, so it's very convenient! To set SELECT, pick an item in the Key Items Pocket of your BAG and choose the SEL command to register the item. A red SEL icon will appear next to the item you have registered.

Gathering Berries!

There are many types of Berries in the Hoenn region. By having your Pokémon hold Berries, they will cause recovery effects on the Pokémon. Berries are also used for making Pokéblocks.

|	
Oran Berry	A Pokémon holding this Berry will use it during a battle to restore some HP.
Rawst Berry	A Pokémon holding this Berry will use it during a battle to cure a burn.
Aspear Berry	A Pokémon holding this Berry will use it during a battle to cure being frozen.
Razz Berry	Raw material of Pokéblocks. You can make Pokéblocks by blending this Berry with other Berries.

Raise Fruit-Bearing Trees!

On your journey you will find some places where fruit-bearing trees grow. A tree will disappear once you pick all of its Berries; however, it will grow back if you plant a Berry in the same spot! Besides being the raw material of Pokéblocks, there are many uses for Berries, such as recovering a Pokémon's status and more. Raise many Berries by pouring water on the trees as they grow.


KARINA watered the PECHA.

What are POKéBLOCKS?

Pokéblocks are candy that increase the Conditions of Pokémon. The higher a Pokéblock's level is, the more you can increase the Pokémon's Condition. If its Condition is good, the Pokémon will enjoy a higher reputation at a Pokémon Contest (see Page 39). Pokéblocks are made by blending several Berries with a machine called a Berry Blender. You need a Pokéblock Case to give a Pokéblock to your Pokémon. You can get the Pokéblock Case during your adventure.
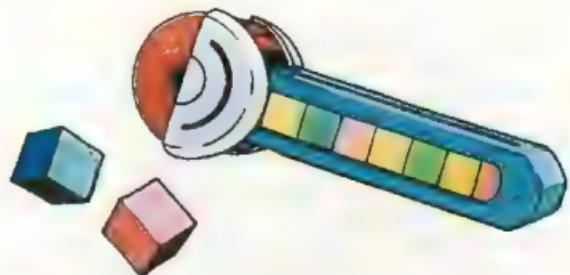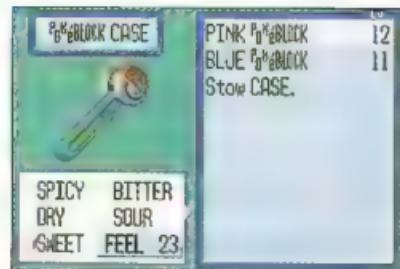
How to Make a POKéBLOCK

You can make a Pokéblock by using a machine called the Berry Blender (these can be found in places where there are also Pokémon Contests). Choose a Berry as material and then put it into the Berry Blender. When the pointer starts to spin, press the A Button with exact timing as it passes your marker to speed it up. The faster the maximum speed is, the better the Pokéblock becomes. The combination of Berries determines which color Pokéblock will be made. Because each Pokémon has their favorite Pokéblock, try feeding various colors of Pokéblocks to your Pokémon.
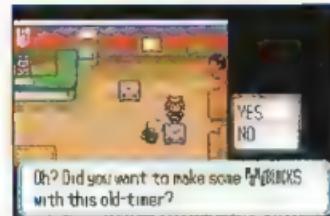
There is a Leader in every Pokémon Gym. Every Leader is a tough, specialized Trainer. For example, one Leader may be an expert with Rock-type Pokémon, while another strikes with Electric-type attacks. However, if you are able to beat a Gym Leader, you'll receive an official Pokémon League Badge as evidence of your impressive victory. Wearing these Badges gives you some sort of effect...
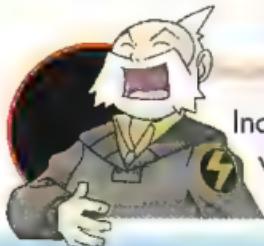
Rustboro City Gym / Roxanne **Stone Badge**

Increases the Attack Power of your Pokémon. Allows you to use Cut, even outside of battle.

Dewford Town Gym / Brawly **Knuckle Badge**

Causes all Pokémon of Level 30 and below to obey you, even if you got them in a trade. Allows you to use Flash, even outside of battle.

Mauville City Gym / Wattson **Dynamo Badge**

Increases your Pokémon's speed. Allows you to use Rock Smash, even when outside of battle.

Lavaridge Town Gym / Flannery **Heat Badge**

Causes all Pokémon of Level 50 and below to obey you, even if you got them in a trade. Allows you to use Strength, even when outside of battle.

Petalburg City Gym / Norman **Balance Badge**

Increases your Pokémon's defensive power. Allows you to use Surf, even when outside of battle.

Fortree City Gym / Winona **Feather Badge**

Causes all Pokémon of Level 70 and below to obey you, even if you got them in a trade. Allows you to use Fly, even when outside of battle.

Mossdeep City Gym / Tate & Liza **Mind Badge**

Increases your Pokémon's Special Attack and Special Defense. Allows you to use Dive, even when outside of battle.

Sootopolis City Gym / Wallace **Rain Badge**

Causes all Pokémon to obey you. Allows you to use Waterfall, even when outside of battle.

Pokémon Sapphire enables you to have fun trading or battling with your friends by using a Game Boy Advance Game Link cable (sold separately).

*You cannot link up with the Red, Blue, Yellow, Gold, Silver, and Crystal versions of Pokémon.
*You can only use the Game Boy Advance Game Link cable for this game.

● **About Linking Up**

Preparing to Link Up

Connect the required number of Game Boy Advance systems using a Game Link cable. Turn the power On, select "Continue," then go to a Cable Club on the second floor of any Pokémon Center. If you are battling with friends, go to the Colosseum. If you are trading, head to the Trade Center. If you are mixing Records, speak to the receptionist at the Record Corner.


Welcome to the POKéMON CABLE CLUB COLOSSEUM.▼

Welcome to the POKéMON CABLE CLUB TRADE CENTER.♥

*To create a Pokéblock, press the A Button in front of a Berry Blender which is currently unoccupied.

*Link-up Pokémon Contests are only held in Lilycove City.

Check Trainer Card

After having linked up to trade or battle, the amount of Pokémon you've traded and your battle record will be recorded on the backside of your Trainer Card.

SEAM's TRAINER CARD

LINK CABLE BATTLES W/   0 L/   2
POKéMON TRADES   3
MYBLOCKS W/FRIENDS   2
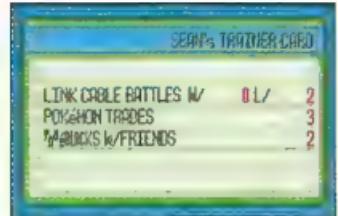
About the Game Boy Advance Game Link Cable

Here's all of the information you need to link multiple Game Boy Advance systems.

■ Necessary Equipment

- Game Boy Advance Systems: One per player
- Pokémon Sapphire or Pokémon Ruby Game Paks: One per player
- Game Boy Advance Game Link Cables:

  Two players: One Game Link cable
  Three players: Two Game Link cables
  Four players: Three Game Link cables

■ Troubleshooting

You may experience malfunctions or be unable to transmit in any of the following situations:

- When you are using any cables other than Game Boy Advance Game Link cables
- When any Game Link cable is not fully connected to any Game Boy Advance system.
- When any Game Link cable is removed during a transmission.
- When any Game Link cable is incorrectly connected to any Game Boy Advance system.
- When more than four Game Boy Advance systems are linked.

■ Linking Instructions

1. Make sure that the Power Switch on all of the game systems is turned Off, then insert the Pokémon Sapphire or Pokémon Ruby Game Paks into the individual Game Pak slots.

2. Connect the Game Link cables and plug them into the Communication Port on each of the Game Boy Advance systems.

3. Turn the Power Switch on each Game Boy Advance system On.

4. Now, follow the instructions for linking up (see Page 50).

*When playing with only two or three players, do not connect any Game Boy Advance systems that will not be used.
*The player who plugs the small purple connector into their Game Boy Advance system will be Player 1.

Consult the picture on this page when connecting Game Link ▶ cables to Game Boy Advance systems.

Game Boy Advance Systems and Game Link Cables Setup

(The small connector is purple and the large connector is gray.)

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Battle at the Colosseum (2 or 4 Players)

Unlike normal battles, you can't use items when battling in the Colosseum. Also, if you run, you will lose the battle. It is a good idea for you and your friends to come up with your own rules. For example, you may want to limit the types of Pokémon that can be used or battle only with Pokémon that are Level 20 or below. If you do this, your battles will be even more fun! Your game will be saved automatically before the battle begins.

● Single Battle (2 Players)
In this mode, up to six Pokémon on each side fight 1-on-1.

● Double Battle (2 Players)
In this mode, up to six Pokémon on each side fight 2-on-2.

▶ The receptionist will show you to the Colosseum. You come face to face with your friend in the center, then the battle starts.

▶ The results will be displayed once the winner has been decided. Exit the room to finish the battle.
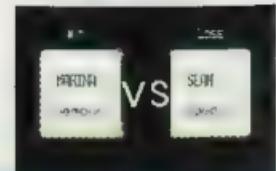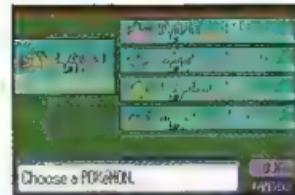
● Multi Battle (4 Players)

In this mode four players, divided into two teams of two, battle against each other.

▶ The receptionist will show you to the Colosseum. You come face to face with your friend in the center, then the battle starts.

▶ Choose up to three Pokémon to battle and select "OK," then the battle starts. One person can use up to three Pokémon, and one team can use up to six Pokémon in total.


▶ There is a poster to the left of the Reception Counter where your battle record will be displayed. The poster doesn't reflect records of a Multi Battle.
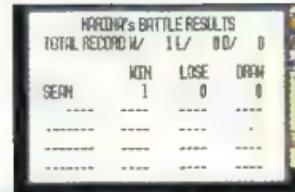
Trading Pokémon at the Trade Center (2 Players)

Follow the instructions that the receptionist gives you. Your game will be saved automatically before the trade begins.

▶ Enter the Trade Center and face each other at the machine in the middle of the room.
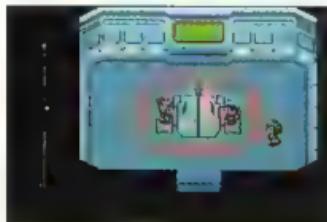
▶ A list of the Pokémon you have on hand will appear, then choose the Pokémon you would like to trade. Select "Summary" to check the status of your Pokémon. Choose a Pokémon to trade, then press the A Button.

▶ Yes/No will appear on the screen. Select "Yes," then press the A Button to begin the trade. Your Pokémon will then travel through the Game Link cable.

*Pokémon that evolve by being traded will evolve at this time.

Once the trade is complete, select "Cancel" to return to the Trade Center.

*The traded Pokémon will be saved at this point.

Let a Pokémon hold an item before you trade it.

Before you trade at a Trade Center, you can give an item to your Pokémon. In other words, you can trade items using Pokémon. You can give a rare or useful item to your friend this way. Also, if you give them Mail, you can exchange letters. There is a rumor that trading items this way will cause certain Pokémon to evolve...
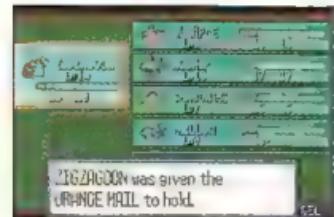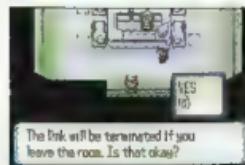
Mixing Records (2 to 4 Players)

A Record contains various information about Trainers. You can mix Records after you get to Mauville City. If you mix Records, your friends' Secret Bases will appear in the field. Also, how the Trainers feel about their Pokémon, or how the Trainers battled with their Pokémon, is broadcast on TV.
Follow the instructions that the receptionist gives you. Your game will be saved automatically before you mix Records.

▶ Enter the Record Corner and face each other at the machine in the middle of the room to start mixing Records.
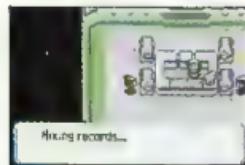
▶ Once the mix is complete, return to the Record Corner. To finish, exit the room.

▶ After mixing Records, check the field. Your friends' Secret Bases will appear. Your friends' stories will also be broadcast on TV in Towns and Cities.

Making Pokéblocks (2 to 4 Players)

You can make Pokéblocks with your friends by using a Berry Blender. Try to make a high-level Pokéblock together!

▶ Press the A Button while standing in front of an unoccupied Berry Blender (found where Pokémon Contests are). Save your game before the blending begins. When the required number of players are ready, press the A Button to start blending.

▶ Choose the Berries and the Berry Blender starts to spin! Press the A Button with exact timing when it's your turn.

▶ The newly blended Pokéblock will be displayed. Select "No" to stop making Pokéblocks.
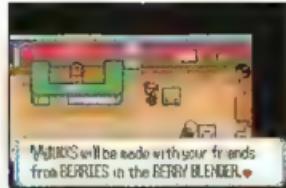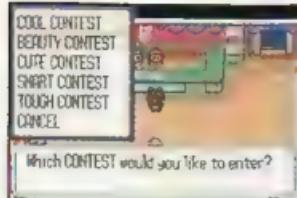
Participating in Pokémon Contest (4 Players)

When four players get together, you can all take part in a Pokémon Contest! Link-up Pokémon Contests are only held in Lilycove City.

► Enter the Pokémon Contest in Lilycove City and follow the instructions that the receptionist on the right gives you. Your game will be saved automatically before the Contest begins.

I only register four players for POKéMON CONTESTS.♥

► Select a competition category from Cool, Beauty, Cute, Smart, or Tough.

COOL CONTEST
BEAUTY CONTEST
CUTE CONTEST
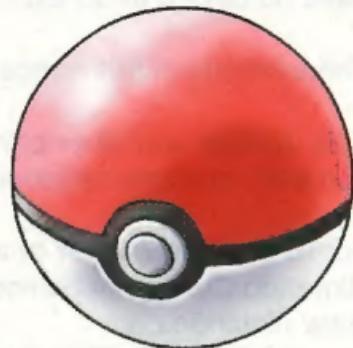SMART CONTEST
TOUGH CONTEST
CANCEL

Which CONTEST would you like to enter?

► Once you are taken inside, the four Pokémon begin the Contest. After a judgement, the results will be shown and the winner decided!

Hi: Entry No. 0!
MARINA's WINGULL!

TRAINER TIP

● The world of Pokémon is a vast and mysterious place with many hidden wonders. If you happen upon a place where there is writing on the walls, but you can't read it, think about something that might help you solve the puzzle...it might be Braille. If you are unable to search out the answers you need, remember that you can always contact Nintendo for help on your journey.

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For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700 (U.S. and Canada)

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Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

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